LRM-1000





Product

Dimmer

Description

The Evolve Wall Mounted Dimmer is a component of the Evolve lighting control system. It is fully scene capable and can handle loads of up to 1000W for control of permanently installed lighting fixtures only (not for control of receptacles). The Evolve Wall Mounted Dimmer is easily wired in place of a standard wall dimmer in any existing environment. Inclusion of this Dimmer on a Z-Wave network allows remote ON/OFF control and dimming of loads connected. This device is compatible with Z-Wave security systems and the Auto-Sense feature allows for local lamp activation independent of the Z-Wave controller status.

This Wall Mounted Dimmer is designed to work with other Evolve enabled devices. Evolve nodes of other types can be included in the network and will also act as repeaters to increase the range of the network. The Dimmer also has a replaceable trim ring available in assorted colors.

As part of a Z-Wave network, the LRM-1000 will also act as a wireless repeater to ensure that commands intended for another device in the network are received. This is useful when the device would otherwise be out of the radio range of the wireless controller.

Specifications

- SKU: LRM-1000
- Supported Networks:
 - Z-Wave Signal (Frequency) 908.42 MHz
- Range: Up to 100 feet line of sight between the Wireless Controller and/or the closest Evolve Receiver Module
- Power: 120 VAC, 500W, 60 Hz
- Dimensions: 4.5" H x 2.75" W x 1.75" D
- Weight: 0.33 lbs.
- Requires a Neutral



Wiring

The LRM-1000 is wired in the same fashion as a conventional digital switch – it requires a minimum of 3 wires to operate:

- Black represents the line input, 120VAC
- White represents the neutral
- Blue represents the load (switch leg)

The switch also has a green wire which serves as the ground.

In the case of a 3-way or 4-way circuit, traveler wires are not used when building an Evolve network. Instead, an LRM-1000 may be used in conjunction with an LTM-5 to create a wireless, "virtual" 3-way. See LTM-5 for further details.

